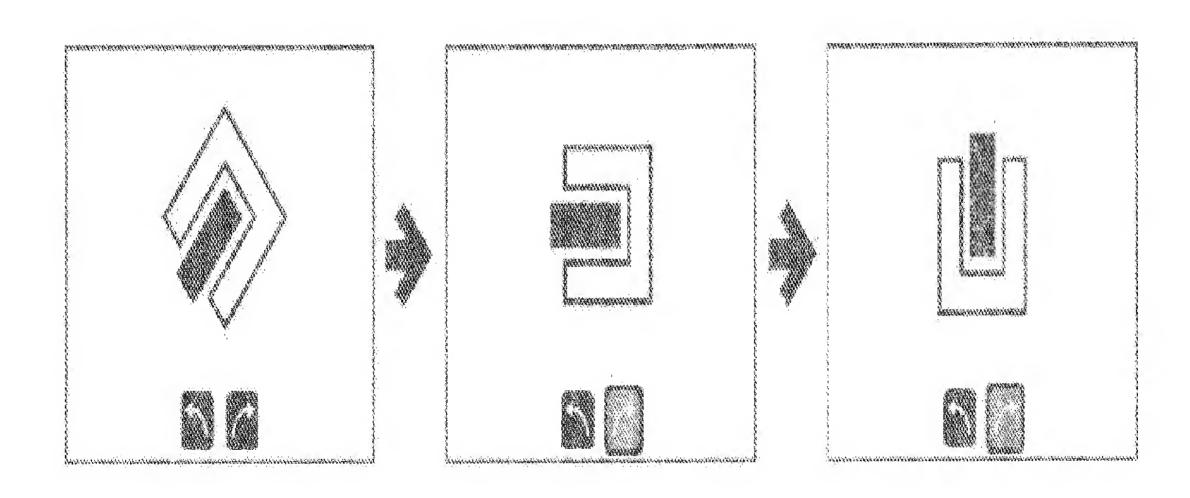
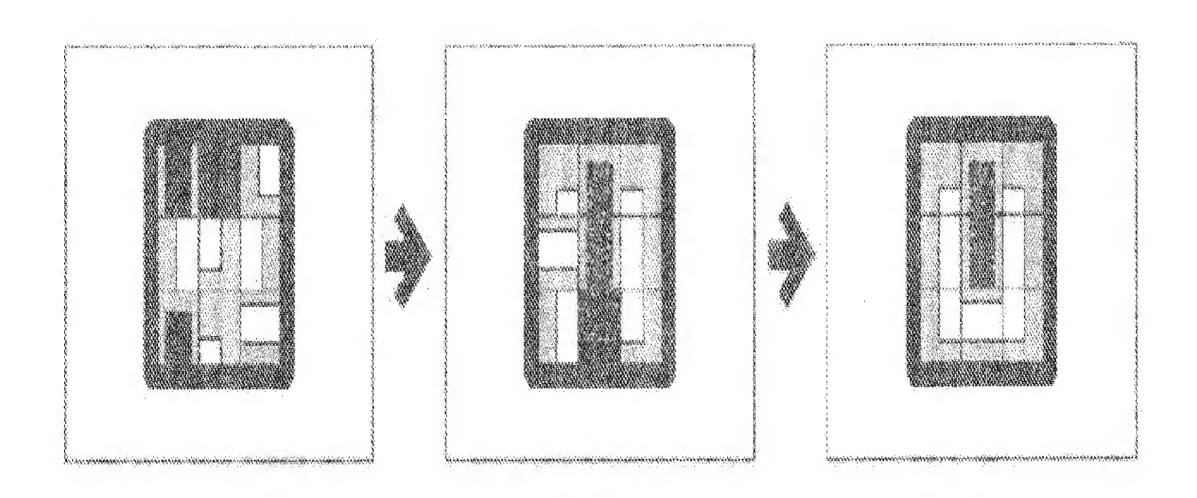
Indicative interactive ads enabled by the patented format Goal: Correct positioning of a logo



The logo rotates.

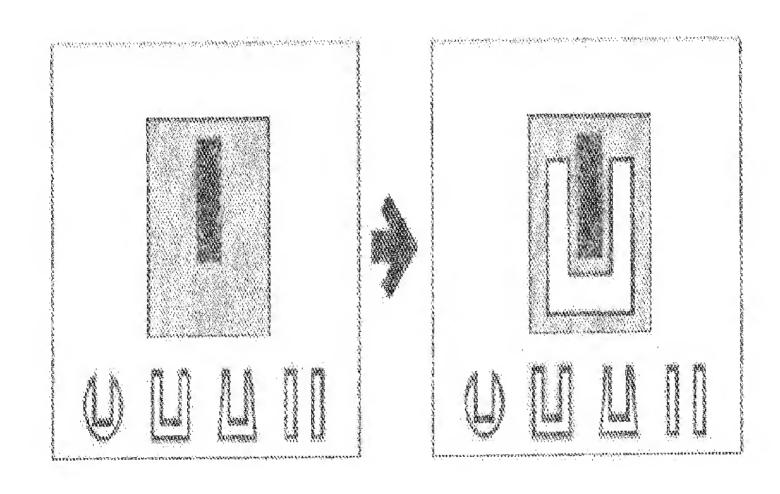
Users must press arrow buttons to position it correctly. The position in the 3rd frame is the correct answer that allows users to earn credit and proceed.

Goal: To form the logo image



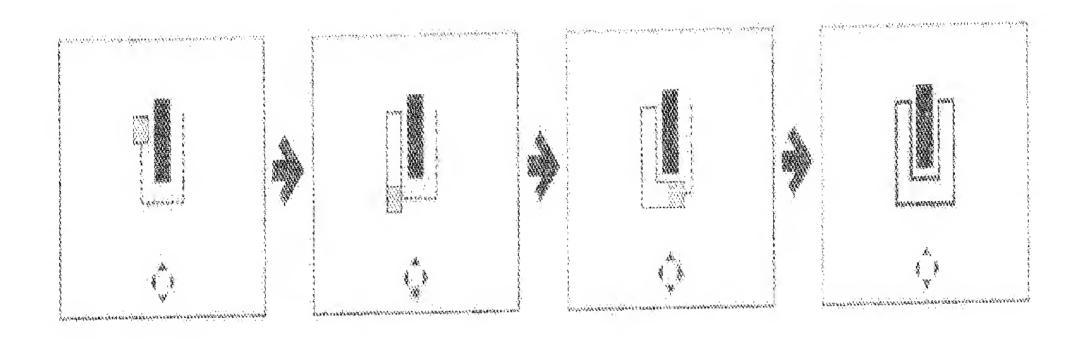
Users use arrows to move around the «missing piece». As the «missing piece» is moved around, so are the other pieces until the logo is formed.

Goal: To choose the correct missing alternative shapes



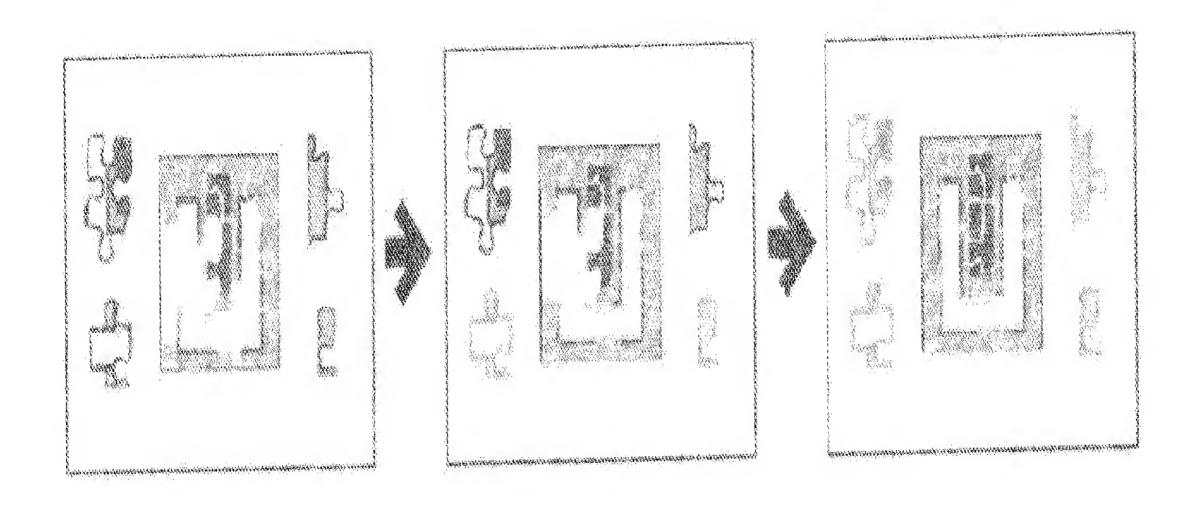
Alternative shapes are proposed. Users may use their keyboard (or other peripherals) to select the right shape (the second from left)

Goal: To draw the missing shape of the logo



Users use arrow keys (or other peripherals) to «draw» the missing piece of the logo's shape by driving the cursor along the dotted pattern.

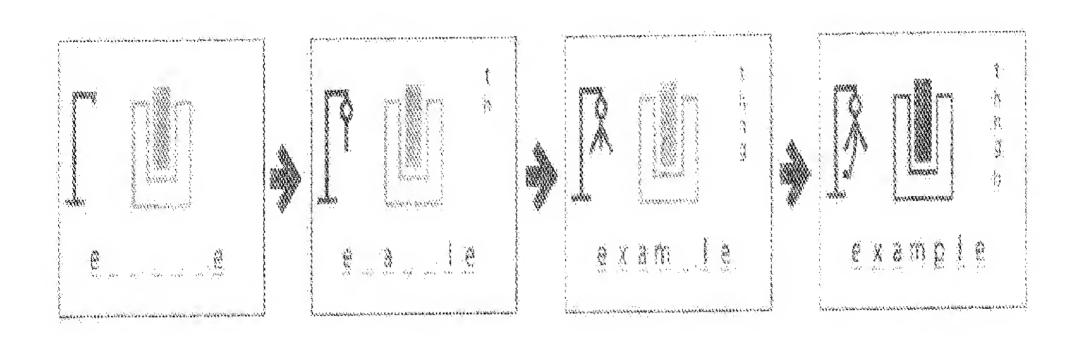
Indicative interactive ads enabled by the patented format: Goal: Construct the puzzle to form the logo



Users may select and move around puzzle pieces until the logo is formed.

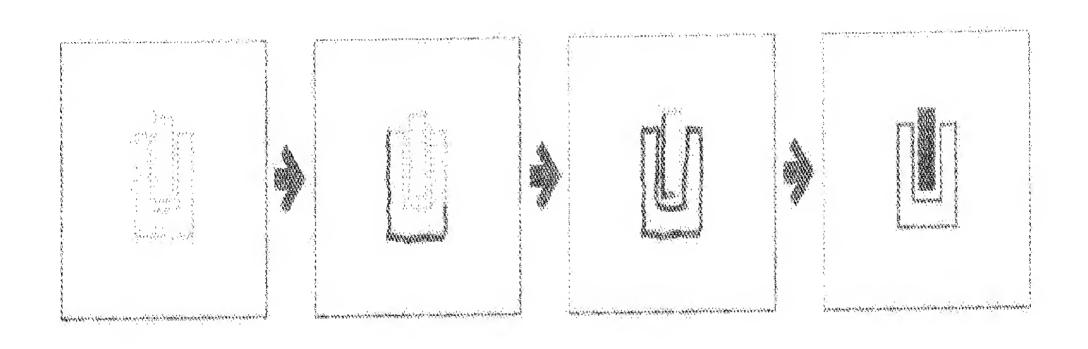
A timing element could be introduced (shorter time to solve more credit earned)

Goal: to solve the word game



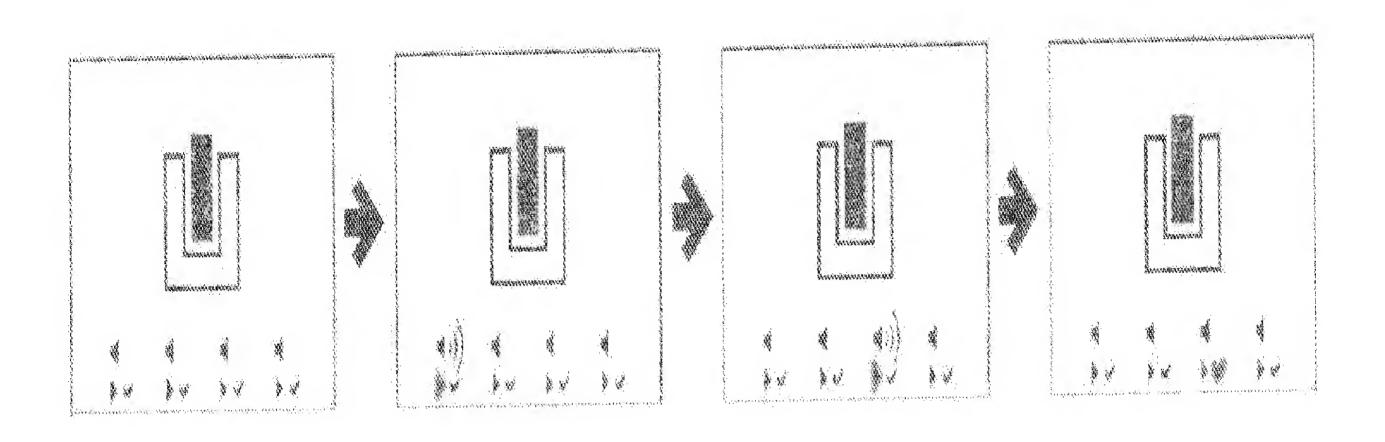
Users try different letters in finding the appropriate letters to form the brand name or brand slogan and to avoid getting hunged.

Indicative interactive ads enabled by the patented format Goal: Drive cursor along the dotted pattern to draw the logo



Users may use their keyboard, mouse or other peripherals to draw the logo. They may even do this by touching the screen in case they have installed a touch-screen software.

Indicative interactive ads enabled by the patented format Goal: to recognize and select the correct tune (associated with a brand)



Users view the logo and recognize the brand.

They must choose to play different tunes and select the one that is associated with the specific brand.